

**ZEBRA SYSTEMS
PRESENTS**

**THE
BANNER
DESIGNER**

**USER'S
MANUAL**

BANNER DESIGNER

CONTENTS

Introduction	1
The Main Menu	2
Selecting Start Graphic	2
Entering Banner Text	2
Selecting End Graphic	2
Printing your Banner	3
Selecting your printer	3
Graphics Designer Utility	
Introduction	4
The Main Menu	4
Editing a Graphic	4-5
Loading a Graphic	6
Saving a Graphic	6
Graphics Reference Page	7

Copyright (c) 1986
All rights reserved.
Zebra Systems, Inc.
78-06 Jamaica Ave.
Woodhaven, NY 11421

TAPE LOADING INSTRUCTIONS

To load the Banner Designer place the program side of the tape into your recorder and type:

LOAD "" or LOAD "startb"

To load the Graphics Designer place the program side of the tape into your recorder and type:

LOAD "startg"

GRAPHICS LIBRARY HINTS

On the Graphics Library side of the tape there are 22 graphic pictures which you can use in your banners. The following is a list of the graphic pictures by name and in the order that they are saved on the tape.

```
grad
gift
xmastree
rose
heart
bells
wine
santa
cupid
cake
pumkin
wreath
whale
cleft
skull
sunshine
smile
cat
baseball
jewstar
notes
sailing
```

SELECT START GRAPHIC

You will be prompted for the name of the Graphic picture you want printed at the start of your banner. Inputting the name "none" will cause no Graphic to be printed at the start of your banner. Press ENTER alone to abort and return to the Main Menu. If you input a valid name you will be prompted to rewind and play your Graphics Library tape so as to LOAD your desired Graphic into memory. Successfull LOADING will return you to the Main Menu.

NOTE ON GRAPHICS LIBRARY:

On one side of the tape provided is a library of graphics pictures for use with the Graphics Designer Series programs. Use the Graphics Library reference page to see what is available. This reference page gives a picture and name of each Graphic in the library in the order in which they are recorded on the tape. Each graphic is saved with an extension ".G" added to the end of the name to indicate its status as a graphic. Do not use the extension yourself, the program automatically appends the extension onto the name whenever necessary.

ENTER BANNER TEXT

At the prompt type in your banner message. The following are valid characters for use in banner messages.

- * Upper case letters only
- * numeric digits (0-9)
- * Special characters (!#\$%&()=,./;-@<>)

SELECT END GRAPHIC

You will be prompted for the name of the Graphic picture you want printed at the end of your banner. Inputting the name "none" will cause no Graphic to be printed at the end of your banner. Press ENTER alone to abort and return to the Main Menu. If you input a valid name you will be prompted to rewind and play your Graphics Library tape so as to LOAD your desired Graphic into memory. Successfull LOADING will return you to the Main Menu.

PRINT BANNER

Output banner to your printer. Make sure you have selected your printer by using option five from the Main Menu.

SELECT PRINTER

A menu of printers supported by this program will be presented. Input the number that corresponds to your printer.

Epson RX/FX	1
Gemini 10X/SG10	2
Memotech DMX80	3
Legend 808	3
Panasonic 1090/1091	3
Spirit-80	3
Seikosha GP250	4
ProWriter 8510	5

Next, a menu of printer interfaces will be displayed. Select the one you use.

AERCO	1
IASMAN-b	2
IASMAN-c	3
A & J	4

LineFeed = N

40 GRAPHICS DESIGNER UTILITY

With this utility you can create or modify Graphics for use with the Graphics Designer Series Programs.

USING THE GRAPHICS DESIGNER

After Loading the program from the tape provided, you will be presented with the Main Menu;

- 1 - Edit Graphic
- 2 - Load Graphic
- 3 - Save Graphic

We will now explain each Main Menu option in turn.

EDITING GRAPHICS-

By selecting option One from the menu you put a graphics designer tool at your disposal. On the screen you will see a large grid with a blinking cursor in the upper left corner. This is your design window and it is a 3 times blowup of actual size. To the right of the design window you will notice a smaller window. This always displays an actual size image of what's in the design window.

Use your arrow keys to navigate the cursor around the design window. Pressing 'P' plots a dot; pressing 'O' unplots a dot. Below is a summary of all the keyboard commands for the Graphics Designer.

- p - Plot a dot in current cursor location and move cursor right.
- o - Unplot dot in current cursor location and move cursor right.
- CS/S - Store current Graphic you're working on. Your work is temporary until you use this command.
- CS/C - Clear the Graphic. You are clearing the stored Graphic, and the display.
- CS/X - Exit to Main menu. The current Graphic is AUTO Stored before exiting.
- CS/P - Copy screen to TS2040 printer.
- ^ - Arrow keys to move cursor.
- ENTER - Cursor to start of next line.

LOAD A GRAPHIC

After choosing this option you will be prompted for the Name of the Graphic. If you want to abort just press ENTER with no name. Otherwise, place the Graphics Library tape into your recorder, rewind to the start, type the name of your desired Graphic, and press ENTER.

SAVE A GRAPHIC

Choosing this option generates a prompt for a name. Just press ENTER alone to abort. To continue, cue to a blank spot on your Graphics Library tape, and input a valid name (8 characters or less).

GRAPHIC LIBRARY

13 grad wine	17 gift santa	xmastree cupid	rose cake	heart pumkin	bells wreath
54 whale jewstar	58 cleft notes	61 skull sailing	smile sunshine	cat	baseball
				cat-b	

